A Lost Love

A Quest for the Witcher Tabletop RPG

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Introduction and Hook

Background (read aloud)

The only good thing to say about traveling the war-ravaged countryside of occupied Lyria is that it is never lacking surprises. Just last night you witnessed the strongest thunderstorm you think you've ever witnessed, it almost felt like the heavens were fighting their own war with how much lighting and thunder there was.

And after spending all morning trekking through the muddy countryside roads, you come upon another surprise. A town that is seemly untouched by the war, other than the occasional glimpse of a Nilfgaardian flag waving in the breeze. On your way toward the town, you notice a sign on the side of the road, the sign reads "Welcome to Wolveswater, home of the renown Kozonn Estate".

The Rest of the Story

A popular hometown bard, Egrin, was set to secretly marry a peasant girl named Iva, but his father, Hedrigen Kozonn, did not approve of the marriage when he discovered their plans. As the Kozonn family is a minor nobility, Hedrigen couldn't stand his family line being sullied by a peasant's blood. Hedrigen confronted Egrin, telling him to forget about the peasant and to instead pursue Denia, a Nilfgaardian noblewoman who is very fond of Egrin. While it broke his heart, Egrin submitted to his father's demands, and unknown to Egrin, Hedrigen had Iva abducted from her house and killed before Egrin could speak with her. Iva's death was brutal and resulted in her being cursed into a Nightwraith, and she now wonders the woods near her body looking for Egrin, whom she believes had a hand in her death.

These events took place weeks ago, and now Egrin is set to marry Denia, the Nilfgaardian noblewoman, in a week from now when she arrives from her journey. But before the marriage, Egrin wants somebody to find Iva, as he hasn't seen her since his father confronted him and fears that his father had something to do with her disappearance. Egrin wishes to hire the players, as they are unknown to his father, and believes them to have the best probability of finding out what happened to Iva.

Setting

The adventure takes place in the small Lyrian town of Wolveswater, the home of the Kozonn estate. The players are recruited by Egrin Kozonn to investigate the disappearance of his former lover before his marriage to a Nilfgaardian noblewoman in one week.

The investigation leads them through a community that is weary of strangers and doesn't want to cause any trouble before the upcoming wedding ceremony.

Forces

This adventure can be run with up to six players. Non-combat-orientated characters in particular should have plenty of opportunities to shine.

The Opposition Will Be

- **Hedrigen Kozonn**, the Lyrian noble who had Iva, the peasant girl, killed before she could marry his son Egrin.
- **Iva**, the peasant girl who now roams the fields near her place of death as a cursed Nightwraith.
- **Martin Krold** and his group of Temerian deserters turned bandits who were hired by Hedrigen to kill Iva.

Set-Up (Read Aloud)

As you enter the small village of Wolveswater, a man who appears to be a peasant approaches you and says;

"Excuse me, travelers, might I bother you for but a moment of your time? My name is Drek, I am a servant for Egrin of the Kozonn estate, my master is looking for folks who aren't from this area to help him with a discreet task, and to my eye, you look like you would be the ideal kind of people to help. While I cannot say what the pay will be, I can assure you the reward is worth the effort. So, are you interested?"

Hook

Drek is unable to answer any questions the players may have for him about the task, as the details are kept secret from him. Assuming the players are interested in hearing more about the task he will say the following;

"Excellent, I had a hunch you folks would be interested. I shall inform my master to meet you at the Jolly Goose Tavern, it can be found just up the road. When you get there ask the innkeeper, Clyde, for a mug of Clennia Rosso with a pinch of Thyme and he shall take you to meet with Egrin."

After which Drek will leave the players and return to the Kozonn Estate to inform Egrin of the player's interest in the task.

The players can easily find the Jolly Goose Tavern by heading up the road for a few minutes. The tavern itself is very average looking, except for the sign depicting a goose drinking from a mug. When the players enter the tavern, they are greeted by the innkeeper, and he says the following;

"Greetings friends and welcome to the Jolly Goose, anything that I can get for you?"

When the players give him the password, he will say the following;

"Of course, but I'll have to head to the cellar to get a bottle, we don't keep the expensive stuff out here. Why don't you come with me so you can pick the vintage yourself"

After which he will lead the players out the back of the tavern and down into the cellar. In the back of the dark cellar sits a table with a lit lantern sitting upon it. The innkeeper will point to the table and say the following;

"Take a seat here, and your guest will be with you as soon as he arrives"

The innkeeper then leaves the players and returns to the tavern. Approximately 20 minutes pass before a hooded figure approaches the players and says the following;

"So, I trust that you are the travelers Drek told me about, I'm Egrin, now before I tell

you the details about what I'd like to hire you for, why don't you tell me about yourselves?"

After speaking Egrin lowers his hood and leans against the wall of the cellar as he listens to the players. Should he be convinced that the players are capable of helping him, he begins his pitch to the players. If he isn't entirely confident the players are capable of helping, he continues anyway, as he knows he likely doesn't have the time to find someone more suitable.

"Well, you seem like the right kind of people for the job. Now before I tell you the details, I trust that this information will stay between us, for both your safety and mine.

I need you to investigate the disappearance of somebody dear to me, her name is Iva. She and I were supposed to get married some time ago, but my father, Lord Hedrigen Kozonn, disapproved of her due to her coming from non-noble blood. When he somehow found out that we were planning to secretly get married he flew into a rage and told me to forget about her and to instead peruse a Nilfgaardian noblewoman who is very fond of my musical performances.

While it broke my heart to do so, I had no choice but to follow my father's commands, but before I could tell Iva the news she disappeared. I tried looking for her everywhere, but I couldn't find her at her home nor could I get in to look, nobody has ever seen her here since the day my father confronted me. I fear that he may have had something to do with her disappearance.

Since she was nowhere to be found, I agreed to marry the noblewoman and she is due to arrive here in a week from now, I need you to find out what happened to Iva before she arrives, as I couldn't live with myself if I moved on to another and she was still out there to be found.

Naturally, you'll be paid for your effort, 500 Orens if investigate the matter for me, and 1000 if you manage to find her."

If the players agree to help, he will say the following;

"Thank you, kind folks, very much, I'd like you to start your investigation at her house, since I couldn't get in, I can't help but think somebody made it that way too on purpose. If you find anything of interest, a local oneiromancer named Moza may be useful in using what you find to get a glimpse of the past. She can be found in a hut on the western edge of the village. And whatever you do, please do not go near the manor, as I don't want you to risk provoking my father's ire.

If you find Iva, or what happened to her, come find Drek at the Tavern, and he will fetch me. Good luck friends and gods willing you find Iva"

After speaking with the players, Egrin will pull his hood back over his head, leave the cellar, and return to the estate.

The Investigation

Development: The Investigation

The players will be using the investigation system to solve this mystery. The mystery **Complexity is 35** and the following location sections will include possible clues and optional obstacles for the players. A map of the village can be found at the back of the adventure with the exact location of these sections. Once the players find enough clues to reduce the complexity to 0, go to **Development: What to do?**

If the players need more clues, feel free to create some that you think would fit the story.

If the players want to attempt to sneak into (or somehow enter) the lord's manor, go to **Development: The Lord's Manor.**

If the players want to skip the investigation and go right to Moza the oneiromancer, go to **Cliffhanger: The Oneiromancer.**

If the players fail to solve the mystery or find Iva before a week has passed, go to **Conclusion: Out of Time.**

If the players can cast Oneiromancy and would like to skip over the town's oneiromancer, they can summon the same dreams as the town's oneiromancer would in **Cliffhanger: Dreams of the Past**.

Location: Iva's House:

Iva's house is a small single-story hut sandwiched tightly between neighboring homes. Like all the other nearby homes, hers is quite old and in poor shape. The home has one window boarded up from the outside and the only door is seemingly stuck. The ground around the house is wet and muddy.

Clue: Tracking (Wilderness Survival DC: 18. Obfuscation 3. 1d6 + INT damage). While most of the footprints near the house seem quite ordinary and fresh, a couple under the window stand out to you. They are significantly deeper than the others and seem to be left by some kind of boot. Unfortunately, the prints that lead further away from the window seem to have been destroyed by recent rain and the foot traffic of others, rendering them unable to be followed.

The door may be forced open with a **DC: 16 Physique check**. The wood that is boarding up the window can be pried off with either a **DC: 20 Physique check** or thieves' tools can be used to pull the nails out of the wood.

The inside of the house is disheveled, with various objects and furniture laying around.

Clue: Investigate the Scene (Perception DC: 14. Obfuscation 0. 1d6 + INT damage). The door wasn't hard to open because it was jammed, but because it was being held shut by a piton nailed into the floor. Between the window being barred and the door being held shut, it would seem that somebody is intentionally hiding what happened here.

Clue: Investigate the Scene (Perception DC: 16. Obfuscation 0. 1d6 + INT damage). There are signs of some kind of struggle happening within the home. Some splats of blood can be found on the walls and floor of the home, and it seems like something was dragged out through the door.

Optional Obstacle:

Red Herring: An unpaid invoice for meat totaling 80 Orens from a local farmer named Huld can be found lying on the floor. If the players pass an Evidence Analysis (DC: 14 Deduction), they find a very faint date on the bottom of the paper, dating it to over a year ago. Alternatively, the players may seek out Huld to ask him about it, he can be found in a house on the edge of the village and will tell the players that the invoice was paid well over a year ago.

Location: Iva's Neighbors

While one of the neighboring homes seems to have been long abandoned, the other is inhabited by a young family. The occupants are Aaron and his wife Jenny, who work the vineyard's lands. While friendly, they are resistant to answering any questions about Iva or from non-humans.

Clue: Interrogation (Verbal Combat or Opposed Social skill checks (use either the laborer or bandit stat block for either). Obfuscation 2. 1d10 + EMP damage) One night some time ago, they heard loud banging noises coming from Iva's house. When they came outside to check what was going on they saw a group of men outside of Iva's house, one of them was dragging a large sack outside of the house and another was starting to board up the window. The unknown men immediately noticed the couple and threatened their lives if they told anybody about what they saw. The couple assumed it was some kind of robbery and complied with the men's request. While the men's identities are unknown, the couple did notice that the men all wore face coverings and damaged blue brigandine.

Optional Obstacle:

Gossip Mill: If the players either failed their integration evidence check or made the couple angry, they will gossip with the other villagers about how some outsiders are trying to stir up trouble in the village. The resulting gossip will cause the players to have a -2 to any social interactions with town village NPCs.

Location: Around the Village

Clue: Gossip (Streetwise DC:16. Obfuscation 2. 1d6 + EMP damage). While most villagers are hesitant to talk with the players, with the right ear they can be overheard gossiping about a group of bandits that the lord is supposedly hiring to do his dirty work. Some believe they are encamped just north outside the village.

If the players attempt to confront the bandits, go to **Cliffhanger: The Temerian Deserters.**

Development: The Lord's Manor

For the layout of the Lord's manor, refer to the "Lord's Manor Map" at the end of the adventure, which includes the layout, room descriptions, and guard patrol routes.

Important Notes for the Lord's Manor;

- If the players are discovered by either the Lord or his guards, they will be assumed thieves, and the guards will attempt to kill the players.
- If the player's identities are discovered, Egrin and Drek will avoid

the players and will refuse to pay the players if they complete the quest and attempt to collect payment.

- There is an important unfinished letter that can be found in the Lord's private reading room, if the players investigate that room, do not forget to mention it. If the players read the letter, it reads the following:

Captain Baldwaf, it has come to my attention that several Temerian deserters have taken up banditry just outside of town. Unfortunately, I lack the capability to eliminate them at this time and I must request that you take care of them once you arrive.

- Lord Kozonn

- If the Lord is somehow killed, the Nilfgaardians escorting the noblewoman will install their captain as temporary leadership when they arrive.

Development: What to do?

Once the players have defeated the complexity of the mystery with clues, they will know that Iva was taken by some unknown group, with this information the players have 3 options to pursue;

1. Go to Moza the oneiromancer for her help in revealing the past through a dream. If they choose to do this, go to **Development: The Oneiromancer.**
2. If the players learned of the bandits, they can confront the bandits directly. If they choose to do this, go to **Cliffhanger: The Temerian Deserters.**
3. If the players decide to the job is done and report to Drek with their knowledge to collect their reward, go to **Conclusion: A Quick Job.**

The players may wish to inform Drek of their progress, if they do, he will thank them for their work and suggest they speak with Moza to see if she may be of help.

Development: The Oneiromancer

Upon arriving at the oneiromancer's hut, the players will notice that the sole window has its shutters closed and the door leading into the hut is closed. Small flickers of light can be seen from under the front door and on the edges of the shutters. Moza the oneiromancer is inside reading a book about Nilfgaardian customs. If the players knock on the front door she will greet them warmly, inquiring who the players are and why they are visiting her.

Once the players explain to her that they are visiting her for her assistance in a case, she will say the following;

"I can certainly try to help you, but it is of the utmost importance that you uncover as much truth as you can about what happened to this girl. The more details that you can provide me, the less obscure the dreams will be. If you believe you've uncovered all that you can, we can get started tonight, otherwise, come back once you believe you have uncovered what you can. And naturally the details about payment for my services, I'll need 200 Orens before we begin."

If the players wish to begin dreaming, go to **Cliffhanger: Dreams of the Past.**

Cliffhanger: Dreams of the Past

Once the players arrive, Moza will bring them into her hut and ask for her payment, after the players pay, she will bring them into her hut and say the following;

"Before we begin, it is imperative that you simply do as I ask and speak honestly about what you know. Now, tell me what you know about this missing girl."

After the players have finished telling Moza what they decide to tell her, she will say the following;

"Now that you've shared with me what knowledge you can, now to continue. I need to know which of you wishes to experience these dreams and for that person to make themselves comfortable on the bed.

When you are ready lay back and close your eyes, and I shall do the rest."

Read the following dreams to the player that decides to experience the dreams.

"In your first dream, you see Egrin arguing with a large ape-like animal in a bedroom. Egrin is sobbing as the ape seems to scream and destroy various objects within the room. Eventually, Egrin goes to weep in his bed and the animal leaves the room."

"In your second dream, you see the same animal talking with some large monstrous white lilies. The animal hands the lilies a pouch and then the lilies leave out a door."

"In your third dream, you see the same lilies throw open the door of a hut and grab the ghostly image of a woman. The lilies drag the woman out of her hut and into the night"

If the players defeated the complexity of the investigation and shared the clues with Moza, then the dreaming player will get the following additional dream.

"In your fourth dream, you see the lilies viciously beating on the woman underneath an old weeping willow tree. Then you see one of the lilies throw a noose over a branch of the tree."

After the player is read these dreams, their character has nightmares for a few hours before they wake up. Once the player does wake up Moza will say the following;

"Ah, I'm glad your awake, so tell me, what did you see in your dreams?"

She will then intently listen to what the player says. If the players mention the old weeping willow tree she will say;

"An old weeping willow you say? I know of one just two miles east of town by a small pond. That might be something worth investigating"

After the players finish speaking with Moza she will say the following;

"Farewell, and Good luck to you, I do hope you find what you're looking for."

If the players decide to the job is done and report to Drek with their knowledge to collect their reward, go to **Conclusion: A Quick Job.**

If the players decide to investigate the weeping willow tree, go to **Development: The Weeping Willow.**

Cliffhanger: The Temerian Deserters

The Temerian deserters turned bandits inhabit a camp approximately a mile north of town. The deserters are led by Martin Krold, a former Temerian sergeant who abandoned his country after Nilfguaard broke through the Dol Blathanna – Mount Carbon line.

A map of the bandit camp and Martin's stat block can be found at the back of the adventure. There are a total of 8 deserters, regardless of the number of players. For the stat blocks of the deserters, refer to the "Temerian Deserter" stat block at the back of the adventure. The deserters are not immediately hostile to the players, but they are not friendly either and they will insist that the players leave them alone.

These deserters are the same deserters that were hired by the Lord to kill Iva, and there are a couple of different ways for the players to convince the deserters to confess to this;

1. The players can attempt Verbal Combat with Martin Krold, if the players manage to win the verbal combat, Martin may confess their role in Iva's death.
2. The players can attempt to physically subdue the deserters, if the players manage to kill or knock out half of the deserters, the deserters will surrender, and either Martin or a surviving deserter will confess to their role in Iva's death.

If the players succeed in convincing the deserters to confess, either Martin or a surviving bandit will say the following;

"All right, all right, yes, we did have a hand in killing that girl, but it's not like we took pleasure in it. It was just a job that we were hired to do, and in times like these, you can't afford to turn down jobs. Not to mention it was a job from Lord Kozonn, if he didn't take it, we were afraid we would have disappeared along with her.

If you want to find her body, you can find it hanging from a weeping willow by a pond approximately 2 miles east of town."

If the players managed to convince to bandits to confess, then the complexity of the mystery is reduced to 0.

If the players decide to the job is done and report to Drek with their knowledge to collect their reward, go to **Conclusion: A Quick Job.**

If the players decide to investigate the weeping willow tree, go to **Development: The Weeping Willow.**

The Curse

Development: The Weeping Willow

Getting to the Tree:

If the players learn about the old Weeping Willow tree, then they can find it without much of a problem. The journey to find the Weeping Willow will take the players approximately an hour as they travel two miles north of town through the forest.

The Tree:

The Weeping Willow tree sits on the edge of a small pond and is fairly large for the species, standing about 15 meters at its highest. The tree and the pond are constantly surrounded by a layer of fog that obscures vision to 10 meters, the top of the fog reaches about halfway up the willow tree. The fog is magical and is related to Iva's curse, the fog cannot be dispelled unless the curse is removed.

Iva's Body:

Iva's body is hanging from a branch 2 meters off of the ground. Her body is passing through the stages of decay, with rotting flesh and some exposed bones. Iva has a simple love letter from Egrin hidden within her clothes that the players can easily find. The letter reads;

My dearest Iva, Words cannot describe the way I feel about you. I will love you until the end of time and I long for the next time I see will see you. – Your Egrin.

Iva's Curse:

While the Temerian Deserters were beating Iva, they also were insulting her, calling her a "cheap slut" and saying that "Egrin had found a Nilfgaardian whore to fuck around with instead of her". Iva's brutal death and hatred toward Egrin for his apparent betrayal have led to her being cursed as a Night Wraith.

Iva's curse can be lifted in one of two separate methods;

1. The players can burn her corpse along with the letter at night, then kill her.
2. The players can accept Iva's request (see Iva the night wraith) and bring Egrin to her.

A Witcher (or character familiar with curses) may attempt a **DC:14 Witcher Training** check or **DC:16 Education** check to know method 1 above.

If the players simply kill her wraith, this will not lift the curse and she will return the following night.

If the players burn Iva's corpse with the letter at night, she will be summoned and attack them, go to **Cliffhanger: Fighting the Night Wraith.**

If the players decide the job is finished and return to Egrin to collect their reward, go to **Conclusion: A Lost Love Found.**

If the players decide to bring Iva's body to Egrin without removing the curse, go to **Conclusion: Wanted Criminals.**

If the players decide to bring Egrin to the cursed area without speaking with her about his innocence in **Cliffhanger: A request from the grave**, go to **Conclusion: A Lovers Revenge.**

Iva the Night Wraith:

Iva will wander through the fog from the hours of 9 PM and 3 AM. Her appearance is that of a ghostly woman (not of a night wraith). If she notices the players, she will approach them.

If the players attack her, she will turn into a Night Wraith and attack the players, go to **Cliffhanger: Fighting the Night Wraith.**

If the players do not attack her, she will speak with the players, go to **Cliffhanger: A request from the grave.**

Cliffhanger: Fighting the Night Wraith

Iva will fight the players until she is defeated, for Iva's Night Wraith stat block, use the Noon Wraith stat block, with the exception that she is not weakened by moonlight and that she can only appear at night.

If the players did not burn Iva's corpse along with her letter, then the curse was not lifted and she will return the following night.

If the players did lift the curse and go to inform Egrin and Drek, go to **Conclusion: Iva laid to rest.**

If the players did not lift the curse and go to inform Egrin and Drek, go to **Conclusion: A Lost Love Found.**

Cliffhanger: A Request from the grave

If the players allow Iva to speak with them, she will say the following;

"Who are you and why have you come here, did you come to make sure those men did their job? To make sure their beating and murder were worthy of Egrin's gold?"

The players may speak with Iva's ghost and ask her questions, she knows the following information;

1. How the Temerian deserters killed her and what they said while they were killing her.
2. Her relationship with Egrin and the Kozonn family (detailed in her character information).
3. She believes that the curse that binds her to the tree was born from her hatred of Egrin.

Iva cannot be fully convinced that Egrin is not guilty of having her murdered, but she is willing to hear him out if the players present their evidence to her.

After speaking with the players, Iva will say the following to them;

It seems to me that my hatred of what Egrin did to me has cursed me to suffer here eternally, but I am prepared to forgive him if it means that I may leave this place. Please, ask him to come here and bury my body, if he does so, then I will forgive him"

If the players refuse to help her, she will attack them, **go to Cliffhanger: Fighting the Night Wraith.**

If the players agree to help her, but did not attempt to convince her of Egrin's innocence, go to **Conclusion: A Lovers Revenge.**

If the players agree to help her and attempted to convince her of Egrin's innocence, go to **Conclusion: A Lost Love Reunited.**

The Conclusion

Conclusion: Out of Time

If the players fail to figure out what happened to Iva before the Nilfgaardian noblewoman arrives, then Drek will inform the players that Egrin no longer requires their services, and will offer to pay the players 100 Orens for their help.

Egrin and the Nilfgaardian noblewoman get married at the lord's manor and the players will be invited to attend.

Conclusion: A Quick Job

Egrin will thank the players for their effort and pay them the agreed amount of coin. He will ask them one last time to attempt to find her, but will not pressure them if the players refuse his request.

Once the Nilfgaardian woman arrives, Egrin and her will get married at the Lord's manor and the players will be invited to attend.

Conclusion: A lost Love Found

Egrin will thank the players for finding Iva and pay them the agreed amount of coin. After which Egrin will immediately go to find Iva. When Egrin finds her corpse, he is immediately killed by Iva, and his body is not found until the next day.

Once the Nilfgaardian woman arrives, Lord Kozonn will host a public funeral for his son that the players may attend before he is laid to rest in the family tomb.

Conclusion: Wanted Criminals

As soon as the players deliver Iva's body to Egrin, Iva will appear in her Night Wraith form and immediately kill Egrin, then she will vanish away permanently.

Lord Kozonn and the town will presume the players are responsible for Egrin's death, and the players will become wanted criminals. Once the Nilfgaardian woman arrives, her Nilfgaardian escort might be dispatched to arrest the players.

Conclusion: Iva Laid to Rest

Egrin will thank the players for finding Iva and allowing her to rest in peace. He will pay the players the agreed amount of coins.

If the players share enough evidence with Egrin that clearly shows Lord Kozonn was responsible for Iva's death, Egrin will share this information with the Nilfgaardian Captain and noblewoman, leading to the arrest of Lord Kozonn. Egrin will then postpone the marriage to think about everything.

If the players choose not to share enough evidence with Egrin that shows Lord Kozonn was responsible for Iva's death, Lord Kozonn will host the wedding once the Nilfgaardian woman arrives. Egrin and her will get married at the Lord's manor and the players will be invited to attend.

Conclusion: A Lover's Revenge

Once the players bring Egrin to Iva, she will kill him immediately and thank the players for allowing her to get her revenge, after which she will vanish.

Depending on the player's further actions, one of the following will occur;

- Lord Kozonn and the town will presume the players are responsible for Egrin's death, and the players will become wanted criminals. Once

the Nilfgaardian woman arrives, her Nilfgaardian escort might be dispatched to arrest the players.
- Lord Kozonn will host a public funeral for his son that the players may attend before he is laid to rest in the family tomb.

Conclusion: A Lost Love Reunited

Once the players bring Egrin to Iva, she will appear and demand that he tells her the truth about his involvement. Egrin will tell her everything and with the evidence from the players, proves to her that he is innocent.

After which the two lovers will embrace, and once they kiss each other Egrin collapses to the floor dead. Iva will say that he will keep his promise and that they will be together until the end of time, then she vanishes away.

Depending on the player's further actions, one of the following will occur;

- Lord Kozonn and the town will presume the players are responsible for Egrin's death, and the players will become wanted criminals. Once the Nilfgaardian woman arrives, her Nilfgaardian escort might be dispatched to arrest the players.
- Lord Kozonn will host a public funeral for his son that the players may attend before he is laid to rest in the family tomb.

NPCs and Bestiary

Egrin Kozonn

Defining Characteristics

Charming, Friendly, and Cowardly

Description

Egrin is a popular hometown bard whose music is beloved in the community. While performing one night, he caught the eye of a Nilfgaardian noblewoman named Denia, who Lord Kozonn (his father) wanted him to marry, but he secretly loved a peasant girl named Iva.

Once his father found out about his secret lover, his father confronted him and told him to forget about her and peruse Denia. Egrin obeyed his father's demands, but wants to know the reason for Iva's disappearance.

Stat block

Use the "Entertainer" stat block for Egrin's stats. Egrin is a musician and carries a lute.

Drek

Defining Characteristics

Loyal, Friendly, and Reliable

Description

Drek is both Egrin's personal servant and his best friend. They both grew up in Wolveswater and they have been inseparable ever since either of them can remember.

Drek is extremely thankful for how well Egrin treats him and would do anything for Egrin, even if he believes what Egrin wants him to do is foolish.

Stat block

Use the "Laborer" stat block from for Drek's stats.

Lord Hedrigen Kozonn

Defining Characteristics

Stern, Stubborn, Cold, and Calculated

Description

Lord Kozonn is the father of Egrin Kozonn and head of the Kozonn estate. He wishes to bring his family closer to Nilfgaard by arraigning for his son to become married to a Nilfgaardian noblewoman named Denia.

After learning about his son's plan to marry a peasant girl named Iva, he went into a rage and secretly had Iva killed by Martin Krold and his group of deserters.

Stat block

Use the "Bandit" stat block for Lord Kozonn's stats.

Martin Krold

Defining Characteristics

Deceitful, Ruthless, Greedy

Description

Martin Krold was forced to join the Temerian military after being arrested for suspected banditry. After spending his youth in the military, Martin managed to achieve the rank of sergeant and gained a reputation for getting things done, no matter the cost.

Martin was among the soldiers placed on the Dol Blathanna – Mount Carbon line, and after the line fell, Martin and his men deserted their kingdom, choosing to return to banditry.

Stat block

Use the "Temerian Deserter" stat block for Martin Krold's stats.

Captain Baldwaf

Defining Characteristics

Calm, Prideful, and Protective

Description

Captain Baldwaf is a close friend of Denia's family and was asked by her family to escort her to the Kozonn estate for the wedding. Baldwaf accepted the request and gathered a small group of soldiers to accompany them on the journey.

Baldwaf is primarily focused on keeping Denia safe and ensuring that order is maintained.

Stat block

Use the "Nilfgaardian Soldier" stat block for Captain Baldwaf's stats.

Denia

Defining Characteristics

Friendly, Charming, and Straight Forward

Description

Denia is the daughter of a minor nobility within Nilfgaard. While on a trip within Lyria, she met Egrin during one of his performances and fell madly in love with him. When she heard from Lord Kozonn that his son wanted to marry her, she was delighted and asked her father to set up an escort for her journey.

Stat block

Use the "Scholars" stat block for Denia's stats. Her "Scholar's Subject" is history.

Moza

Defining Characteristics

Friendly, Charming, and Helpful

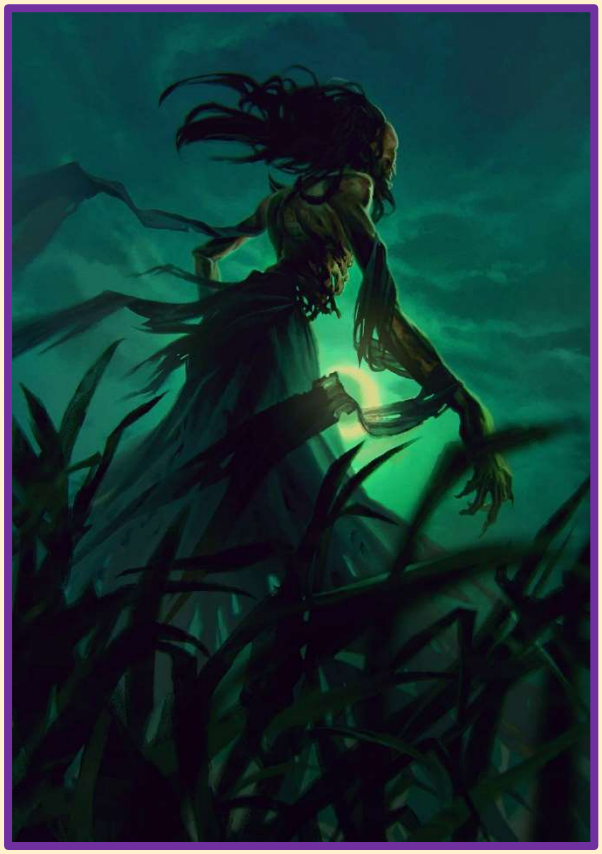
Description

Moza is an oneiromancer who was taken up residence within the village of Wolveswater. She prefers to largely keep to herself but it happy to help those who need it, for a fee naturally.

Stat block

Use the “Mage” stat block for Moza’s stats.

Ghost Appearance



Night Wraith Appearance

Iva

Defining Characteristics

Angry, Hateful, and Vengeful

Description

Iva is the former lover of Egrin who was murdered by Martin Krold under the orders of Lord Kozonn. She currently haunts the area around the weeping willow where her body was hung.

Above all else, she desires to have her vengeance against her former lover, as she believes he is the one who had her killed to be with another woman. But perhaps the right person could convince her of the true events?

Stat block

Use the “Noonwraiths” stat block for Iva’s stats, with the exception that she is vulnerable to daylight instead of moonlight.

Details of the Curse

Iva was cursed into a being a Night Wraith because of her extreme anger and perceived betrayal of Egrin. She will haunt the area around the weeping willow tree until the curse is lifted.

There are three intended ways to lift Iva’s curse:

- Burn her love letter from Egrin, then defeat her in combat.
- Allow her vengeance against Egrin.
- Convincer her of Engrin’s innocence and allow the lovers to embrace.

Guards

INT	4
REF	5
DEX	5
BODY	5
SPD	6
EMP	4
CRA	4
WILL	4

STUN	4
RUN	18
LEAP	3
ENC	50
REC	4
VIG	0
HP	20
STA	20

Skill Bases	
Athletics	10
Awareness	10
Courage	10
Crossbow	12
Endurance	10
Resist Coercion	8
Resist Magic	10
Staff/Spear	12
Swordsmanship	12

Height	Human Heights
Weight	Human Weights
Environment	Near Settlements
Organization	Largely Varies

Loot
Chain Coif
Brigandine
Armored Trousers
Arming Sword, Pole Axe or Crossbow
20 bolts (if Crossbow equipped)
Manacles

Armor	12
Regeneration	0

Resistances
-
Immunities
-
Susceptibilities
Hanged Man's Venom

Dodge Base	10
Reposition Base	10
Block Base	12

Ability: Defensive Training
If an adjacent allied character fails to defend against an attack, the guard may immediately attempt to block the attack.

Attacks						
Name	ATK Base	Type	DMG	Rel.	RNG	Effect
Arming Sword	12	S/P	2d6+4	15	-	-
Pole Axe	12	S/P/B	4d6+2	10	-	Long Reach
Crossbow	12	P	4d6+2	5	100m	Slow Reload

Temerian Deserters

INT	4
REF	8
DEX	8
BODY	6
SPD	6
EMP	4
CRA	4
WILL	4

STUN	5
RUN	18
LEAP	3
ENC	60
REC	5
VIG	0
HP	25
STA	25

Skill Bases	
Athletics	14
Awareness	10
Courage	8
Crossbow	16
Endurance	12
Resist Coercion	8
Resist Magic	10
Staff/Spear	16
Swordsmanship	16

Height	Human Heights
Weight	Human Weights
Environment	Near Settlements
Organization	Largely Varies

Armor	12
Regeneration	0

Resistances
-
Immunities
-
Susceptibilities
Hanged Man's Venom

Dodge Base	14
Reposition Base	14
Block Base	16

Loot

Chain Coif
Brigandine
Armored Trousers
Arming Sword, Red Halberd or Crossbow
20 bolts (if Crossbow equipped)

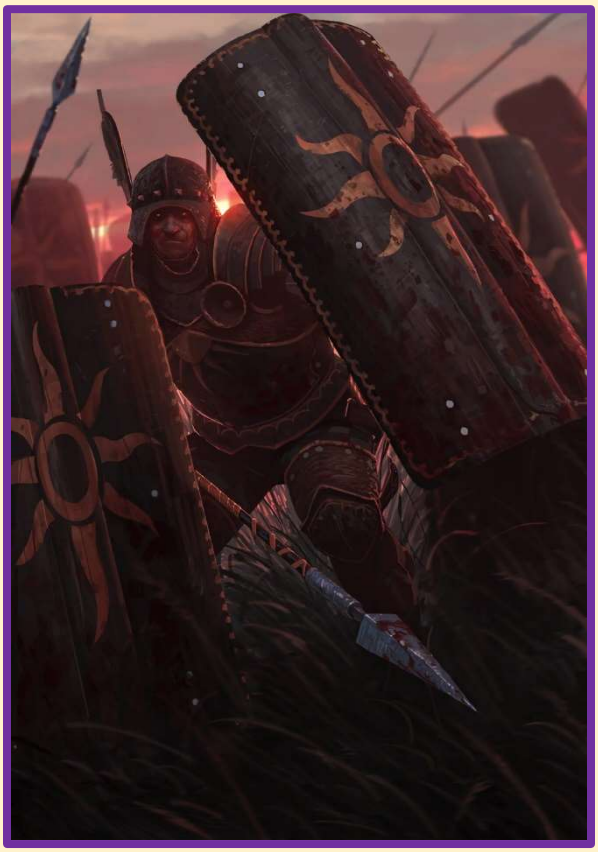
Ability: Only the Brave Die Young

Must immediately attempt a **DC:15 Courage check** when any of the following conditions are met;
- An allied character is killed.
- An allied character suffers a critical hit.
- The deserter suffers a critical hit.

A failure results in the deserter either attempting to flee or surrender.

Attacks

Name	ATK Base	Type	DMG	Rel.	RNG	Effect
Arming Sword	16	S/P	2d6+4	15	-	-
Red Halberd	16	S/P/B	4d6+2	10	-	Long Reach
Crossbow	16	P	4d6+2	5	100m	Slow Reload



Nilfgaardian Soldiers

INT	4
REF	8
DEX	8
BODY	8
SPD	4
EMP	4
CRA	4
WILL	6

STUN	7
RUN	12
LEAP	2
ENC	80
REC	7
VIG	0
HP	35
STA	35

Skill Bases	
Athletics	16
Awareness	10
Courage	12
Crossbow	16
Endurance	14
Resist Coercion	12
Resist Magic	12
Staff/Spear	16
Swordsmanship	16

Height	Human Heights
Weight	Human Weights
Environment	Imperial Territory
Organization	Largely Varies

Loot
Nilfgaardian Helm
Nilfgaardian Plate Armor
Nilfgaardian Greaves
Nilfgaardian Pavise
Spear/Arming Sword or Crossbow
20 bolts (if Crossbow Equipped)

Armor	30
Regeneration	0

Resistances
-
Immunities
-
Susceptibilities
Hanged Man's Venom

Dodge Base	16
Reposition Base	16
Block Base	16

Ability: Wall of Black Armor
Benefits from an additional point of Armor for every adjacent "Nilfgaardian Soldier".

Attacks						
Name	ATK Base	Type	DMG	Rel.	RNG	Effect
Arming Sword	12	S/P	2d6+4	15	-	-
Spear	13	S/P	3d6	10	16m	Long Reach
Crossbow	13	P	4d6+2	5	100m	Slow Reload

Bounty Hunters

INT	6
REF	6
DEX	6
BODY	4
SPD	6
EMP	6
CRA	4
WILL	8

STUN	6
RUN	18
LEAP	3
ENC	40
REC	6
VIG	0
HP	30
STA	30

Skill Bases	
Athletics	10
Awareness	12
Courage	12
Crossbow	12
Endurance	8
Resist Coercion	16
Resist Magic	14
Staff/Spear	12
Swordsmanship	12

Height	Human Heights
Weight	Human Weights
Environment	Near Settlements
Organization	Largely Varies

Loot
Spectacled Helm
Double Woven Gambeson
Double Woven Trousers
Hunter's Falchion or Crossbow
20 bolts (if Crossbow Equipped)
Manacles

Armor	8
Regeneration	0

Resistances
-
Immunities
-
Susceptibilities
Hanged Man's Venom

Dodge Base	10
Reposition Base	10
Block Base	12

Ability: You Get What You Pay For
While fighting the target of a bounty, gains a +1 to attacks and defenses for every 100 crowns in the reward of the bounty (to a maximum of +5).

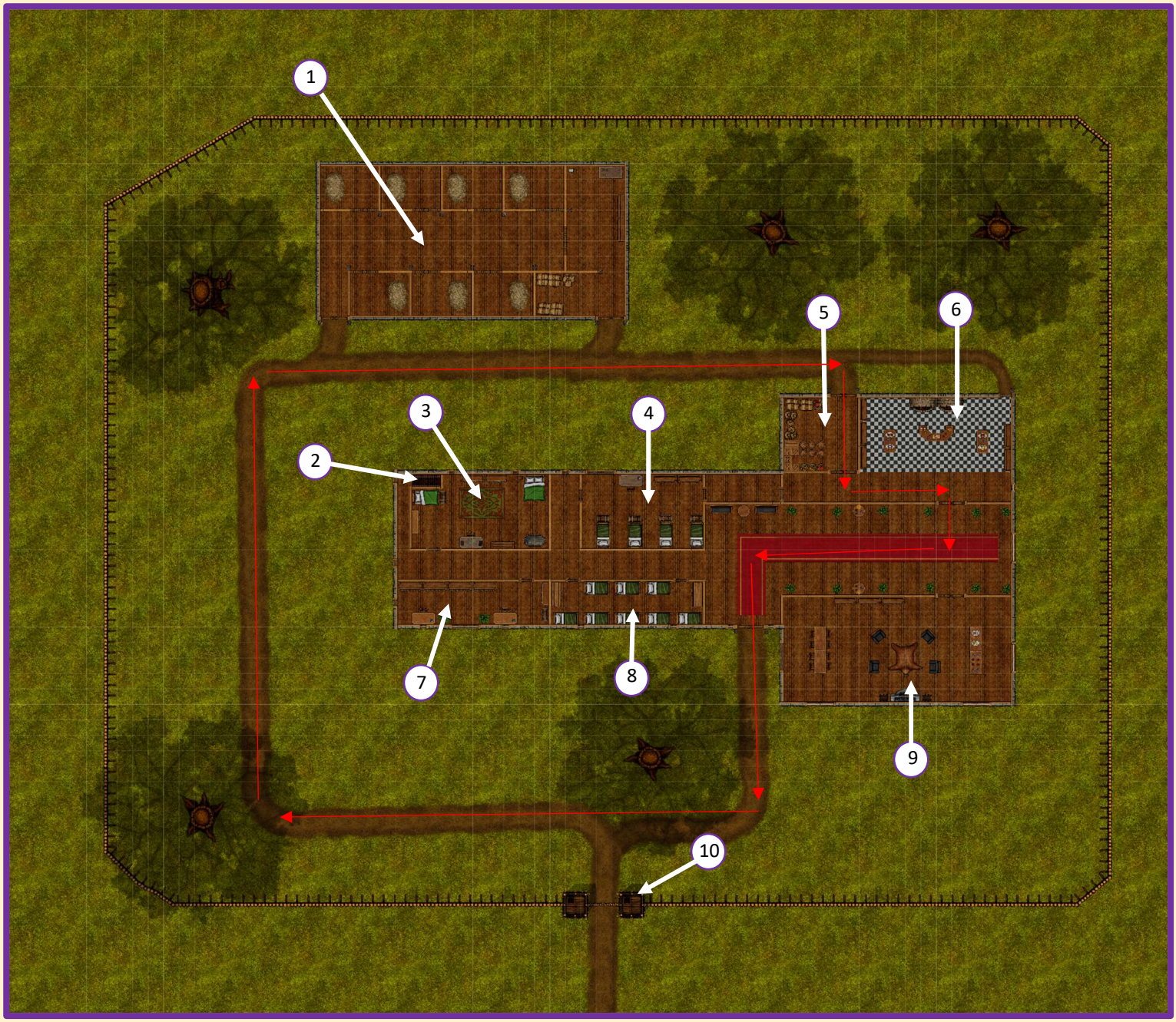
Attacks						
Name	ATK Base	Type	DMG	Rel.	RNG	Effect
Hunter's Falchion	12	S/P	2d6+4	15	-	-
Crossbow	12	P	4d6+2	5	100m	Slow Reload

Locations and Maps

Map of Wolveswater

1. The Deserters Camp (Off the Map)
2. The Lord's Manor
3. Iva's House
4. Moza's Hut
5. The Jolly Goose Tavern
6. The Haunted Willow (Off the Map)

The Lord's Manor



1. The Stables
2. Staircase to Lord Kozonn's Room
3. Egrin's Room
4. The Servant's Quarters
5. The Storage Room
6. The Kitchen

7. The Reading Room
8. The Guard's Barracks
9. The Great Room
10. Guarded Entrance

→ = Guard Patrol Route

1. The Stable

The stable stands behind the manor and is constructed of a stone exterior with a wooden interior. Inside the stable are seven stalls, a small workshop, and a storage room. There are horses inside three of the stables, the horses are pureblood Redanians, two of chestnut color and one bay. Inside the workshop are an anvil, a set of crafting tools, and two cupboards containing various crafting components. Inside the storage room are eight bags of grain and three bags of hay.

If the players attempt to sneak through the stable, they must pass a **DC: 12 Stealth check** to not disturb the horses.

2. Staircase to Lord Kozonn's Room

The staircase that leads up to Lord Kozonn's room always has at least one guard on sentry duty. The map for Lord Kozonn's room can be found on page 33.

3. Egrin's Room

Egrin's room is divided up into two sides, on the left side is Drek's side of the room, and on the right side is Egrin's side of the room.

On Drek's side of the room are his bed, a locked chest, and a dresser. Inside his locked chest are 100 Orens and it may be picked with a **DC: 16 Pick Locks check**. Inside his dresser are five sets of basic clothing and a set of cold-weather clothing.

On Egrin's side of the room are his bed, a bathtub, a dresser, a desk, two bookcases, and a locked nightstand. Inside his dresser are five sets of fashionable clothing, a set of cold weather clothing, and a set of rouge's clothing. On his desk is a notebook containing his poetry and song lyrics. Inside his locked nightstand there are 100 Orens and a copy of Lebioda's Good Book.

Egrin can usually be found inside his room when not socializing with others.

4. The Servant's Quarters

Inside the servant's quarters are four beds, four locked chests, two dressers, and a desk. Inside each locked chest are a set of basic clothing, 5d10 Orens, and 1d6 mundane items. The locked chest may be picked with a **DC: 16 Pick Locks check**. Inside each dresser are four sets of basic clothing and four sets of cold-weather clothing.

When the servants are not working, they are usually resting in their quarters. The manor has four servants; two chefs, one laborer, and one butler.

5. The Storage Room

Inside the storage room are the following items; four bags of grain, six sacks of fruit, three sacks of rice and two sacks of salt, a sack of tobacco, three barrels of fine wine, and six crates containing dried meat and trail rations.

The door that leads to the outside of the manor is locked and requires a **DC: 16 Pick Locks check**.

6. The Kitchen

The kitchen contains two large ovens, five cupboards, and three food preparation stations. Inside the cupboards are many sets of fine dining dishes, silverware, pitchers, and trays.

During the waking hours of the day, there are usually two chefs working in the kitchen.

7. The Reading Room

Inside the reading room are five bookshelves, two desks, and a locked chest. All of the bookshelves are stocked with many different variations of literature including; romance novels, plays, biographies, history books, and poetry collections.

When Egrin is not socializing or in his room, he can often be found in the reading room.

8. The Guard's Barracks

Inside the guard's barracks are eight beds with locked drawers underneath them and two dressers. Inside each of the locked drawers are 10d10 Orens, 1d6 mundane items, and the guard's gear if they are not on duty. Inside each of the dressers are eight sets of basic clothing and for sets of cold-weather clothing.

The guards are usually only in the barracks for rest and sleep, otherwise, they are on patrol or visiting the town.

9. The Great Room

Inside the great room are a dining table, three cupboards, four seats around a bear rug, a large fireplace, and two tables with various snacks laid out upon them. Inside the cupboards are fine dining sets, wine glasses, and 20 bottles of fine wine.

When Lord Kozonn is not in his room or out of the house, he can often be found relaxing in the great room.

10. Guarded Entrance

At the entrance to the manor's compound are two guard towers and a locked gate. The entrance is always guarded by at least two guards and the gate's lock may be picked with a **DC: 16 Pick Locks check**.

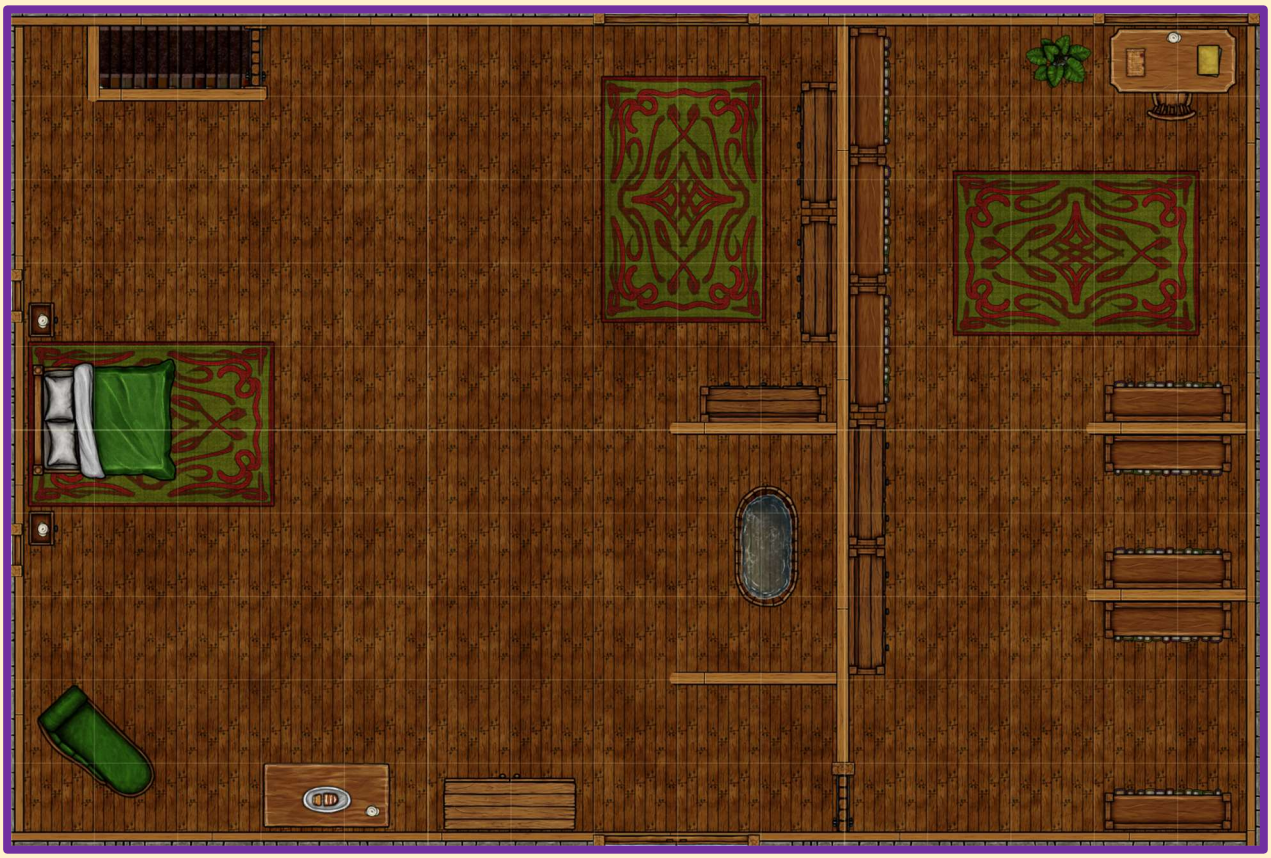
Nobody is allowed entrance to the manor without a reason to see the Lord or an invitation.

The Guard Patrol Route and Guards

There guard patrol route outlined on the map is usually walked by one or two guards and the entire route takes approximately six minutes to complete with the guard(s) occasionally stopping to inspect things.

There may or may not be more guards standing sentry duty around the manor depending on the preferences of the Game Master.

Lord Kozonn's Room



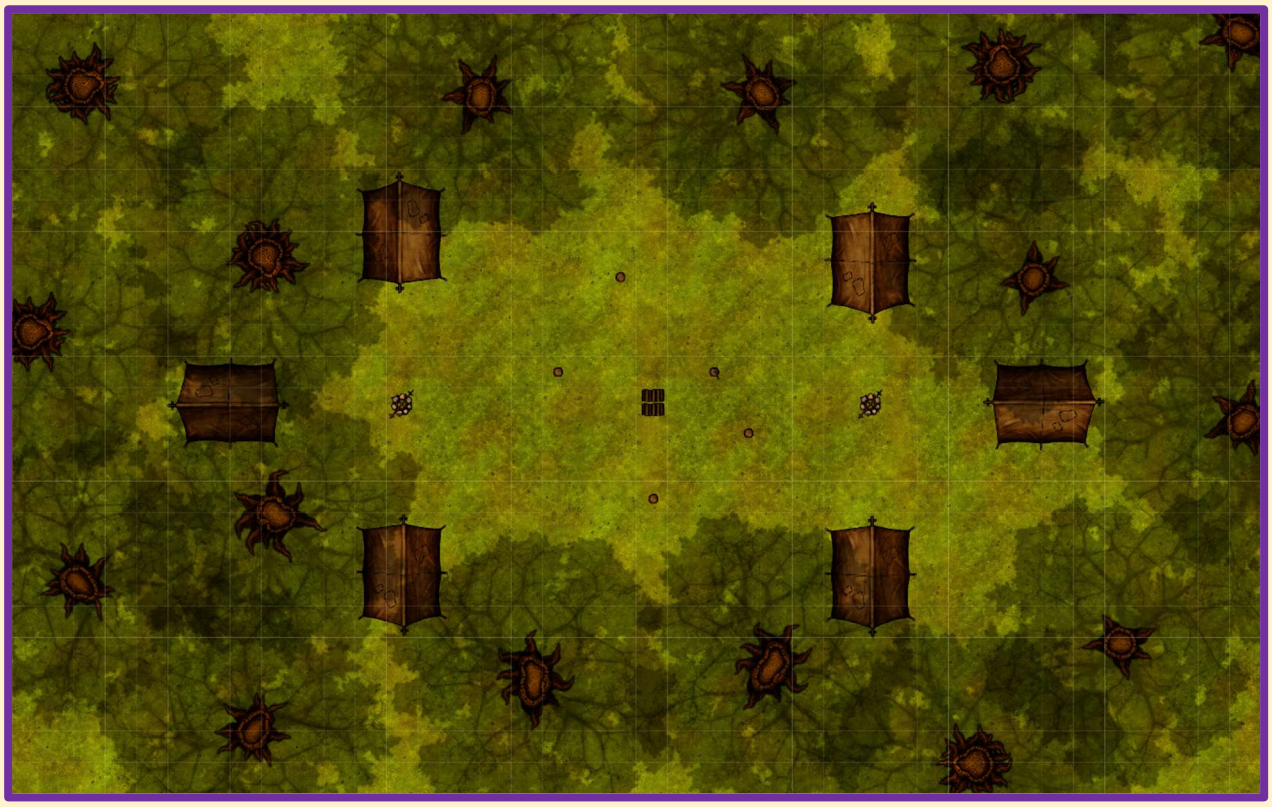
Description

Inside Lord Kozonn's room is a large fancy bed, two nightstands, three dressers, a bathtub, a locked cupboard, a small desk with food on it, a fancy couch, and a locked door that leads into a private reading room.

Inside each of the two nightstands is a bottle of cologne and a fancy necklace (jewelry). Inside each of the three dressers are six sets of fancy clothing and two sets of cold weather clothing. Inside the locked cupboard are ten pieces of jewelry and it may be picked with a **DC: 20 Pick Locks check**.

Inside the locked private reading room are eight book shelves, two cupboards, and a desk with a finished letter on top of it. The locked door may be picked with a **DC: 20 Pick Locks check**. On the bookshelves there are dozens of books covering topics such as; The history of the Northern Realms, the history of Nilfgaard, the first and second Northern Wars, and famous Northern and Nilfgaardian dynasties. Inside the two cupboards are a couple maps of the continent, including dedicated maps for Lyria and Riva. The finished letter is the letter mentioned in Development: The Lord's Manor.

The Deserter's Camp

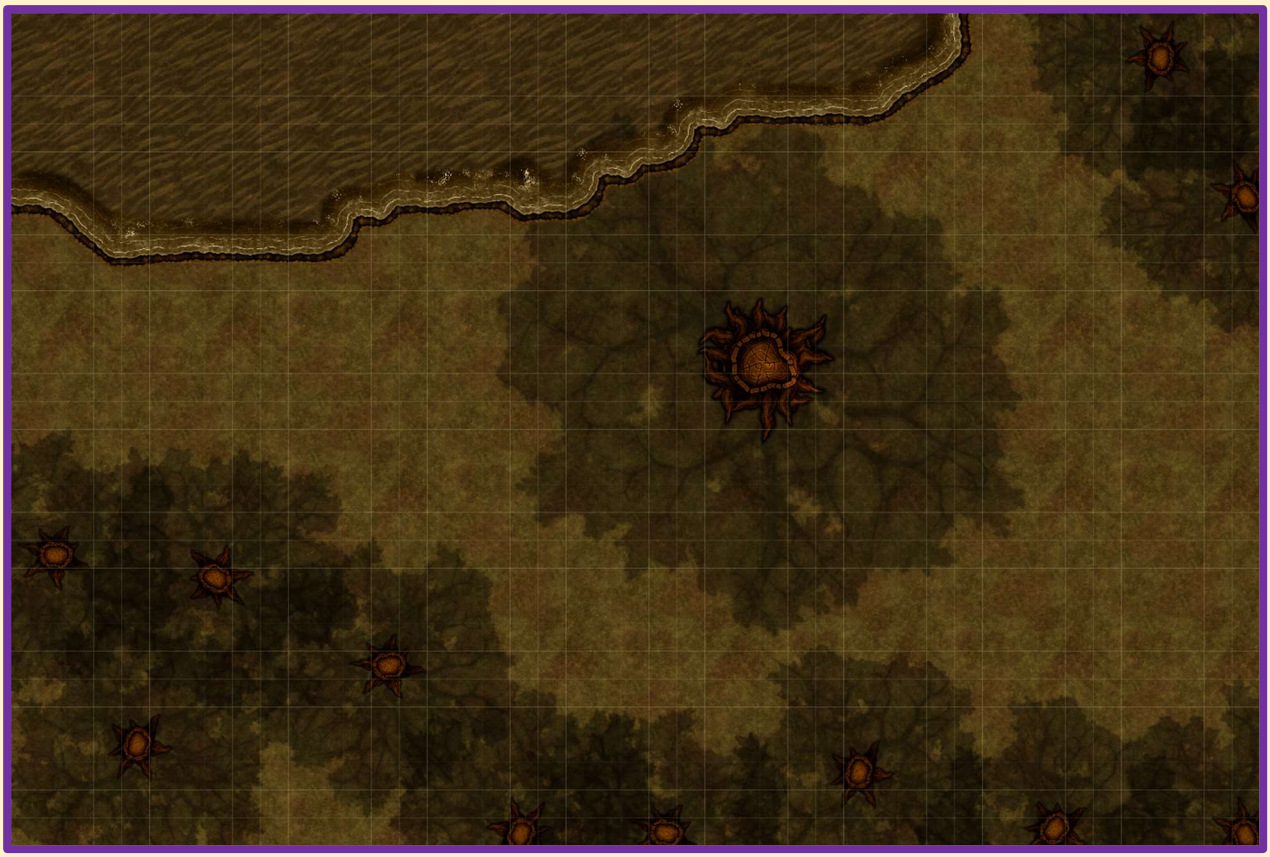


Description

Within the deserter's camp there are six military style tents with two campfires set between them. The camp is inhabited by eight Temerian deserters including their leader, Martin Krold. The deserters are usually staying within the camp unless they are out hunting or doing a job.

Inside each of the military tents are two bedrolls, 2d6 mundane items, two belt pouches containing 10d10 Orens, and a bottle of spirits. Overtop of each campfire is a pot cooking stew (a simple meal).

The Haunted Willow



Description

The Haunted Willow is a large weeping willow tree that stands approximately 15 meters high. The area around the tree is obscured by permeant fog that limits visibility to 10 meters. Iva's body is hanging approximately 2 meters off of the ground from one of the willow's branches. Iva has a letter hidden within here clothing that is outlined in **Development: The Weeping Willow**.

Credits

Gwent Card Illustrations

- Alba Spearman by Bruno Biazotto
- Cutthroat by Karol Bem
- Impenetrable Fog by Bartłomiej Gaweł
- Nightwraith by Lorenzo Mastroianni
- Temple Guard by Ørjan Ruttenborg Svendsen

Map Illustrations

Assets by “Forgotten Adventures”; their Patreon can be found at: https://www.patreon.com/forgottenadventures

Maps created within “Dungeon Painter Studio”; their program can be found on steam at: https://store.steampowered.com/app/592260/Dungeon_Painter_Studio/

City Map created with https://watabou.itch.io/medieval-fantasy-city-generator

Map Layout designed by Gary Munroe

Other Illustrations

Cover, chapter, and character illustrations by Gary Munroe through the usage of NightCafe

Writing and Editing

Written and edited by Gary Munroe

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